

## APPENDIX XI - REBOOT HANDLING

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```
public class RebootHandlingAppSample implements IEventHandler
{
    5    private final static int MAX_EVENT_STORE = 5;
    private final static int ID_FOR_APP_SAMPLE = 55; // typically set by the system
    private static int eventCount = 0;
    private IMessageEvent [] imeStore = new IMessageEvent[MAX_EVENT_STORE];

    10   /**
     * The zero argument constructor demonstrates a possible application example where
     * the application registers to receive error events, logs events, and registers to
     * receive reboot events. The SysSample class contains that code that will generate
     * a sample reboot event.
     */
    15   public RebootHandlingAppSample()
    {
        // Get the default system error handler registrar.
        SysHandlerRegistrar ehr =
            20           SysHandlerRegistrar.getInstance();

        // Set this object as the new reboot handler.
        ehr.setEventHandler(SysHandlerRegistrar.REBOOT_EVENT_HANDLER, this);
    }
    25   /**
     * Receive a message event from the EventProcessor. This method will be used to process
     * all of the reboot messages sent to the registered error handler by the system.
     * This sample simply places the messages into an array. Additional processing is
     30   specific to the application. For example, an application may look at
     * the reboot code of the event and take action for specific types of reboots. In case
     * of a critical or recurring reboot problem the handler may send a message to a
     * server agent.
     *
     35   * @param see - Event generated by the system or sent by an application.
     *
     * @return The event unchanged, or the event modified to suit the purposes of the
     * registered registered event handler, or null to indicate that the registered handler
     * has consumed the event.
     */
    40   public IMessageEvent receiveEvent(IMessageEvent see)
    {
        System.out.print("RebootHandlingAppSample.receiveEvent(); event type: ");
        System.out.print(see.getTypeCode());
        45   System.out.print("; date: ");
        System.out.println(see.getDate());

        eventCount = (eventCount == MAX_EVENT_STORE - 1) ? 0 : eventCount + 1;
        50   imeStore[eventCount] = see; // Store the event for later retrieval.

        return null; // Tell the EventDatabase that the registered handler has consumed
                    // the event.
    }
    55   /**

```

```
* Get any events saved by the handler. A network server agent may poll a client agent
* running in the same device as this handler so that the client agent can get the
* events using this method.
*
5   * @return The array of events or null if none were stored.
 */
public IMessageEvent [] getEvents()
{
    return imeStore;
10 }
}
```